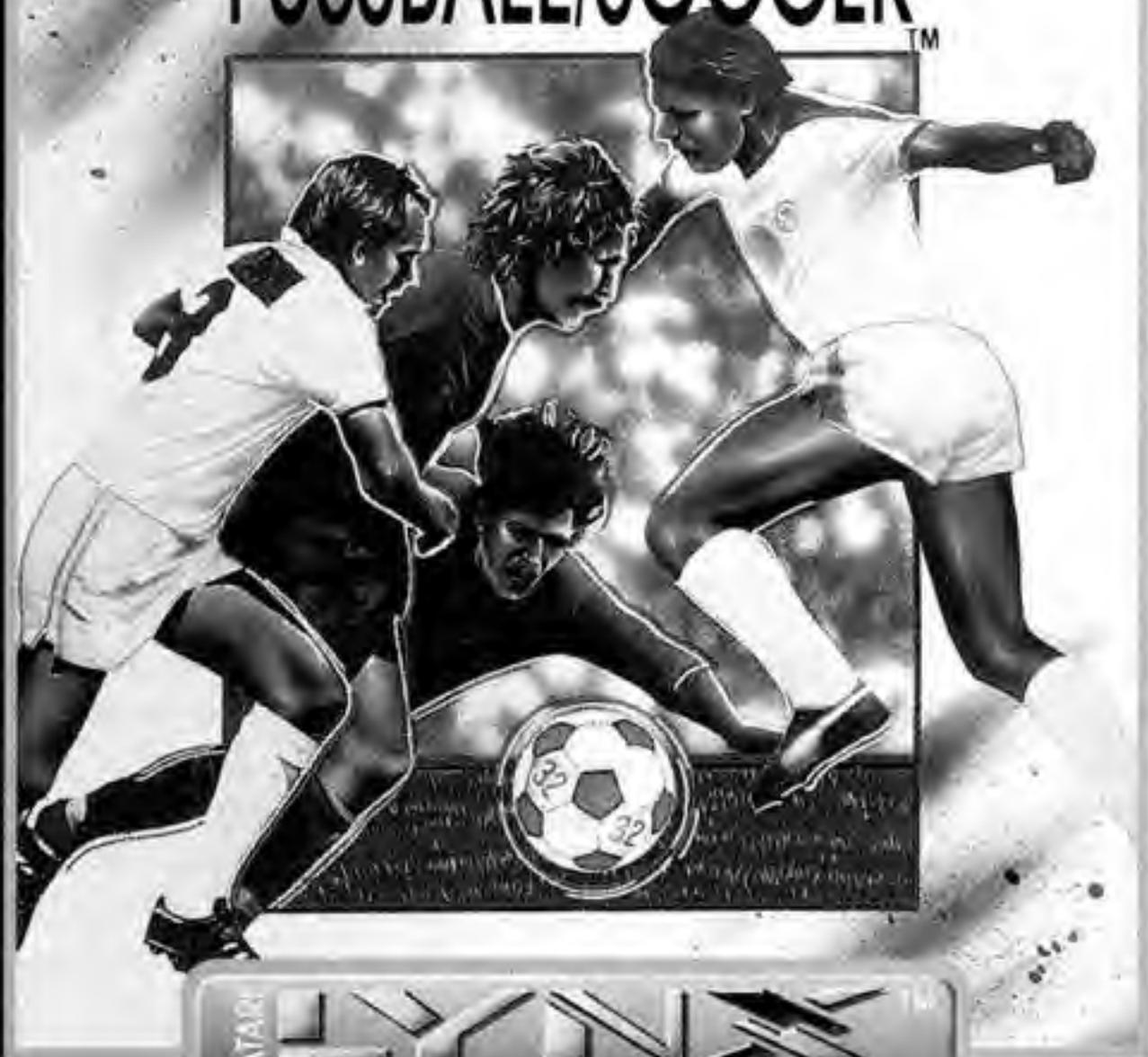


GAME MANUAL  
MANUEL DE JEU  
SPIELHANDBUCH

MANUALE GIOCO  
MANUAL DEL JUEGO  
SPEL HANDLEIDING

WORLD CLASS

# FUSSBALL/SOCCER™



ATARI

LYNX

VIDEO GAME CARD • CARTE DE JEU

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# ***LYNX WORLD CLASS SOCCER***

You've worked all year to make it to the World Class Finals. Now you are out on the field, chasing the ball through the mud against the defending World Champions. An opposing speedster is dribbling the ball down field, showing quick feet and fast reflexes. You run up from behind. As he prepares to shoot, you slide in and kick the ball away. One of your teammates takes the ball and streaks toward the goal.

Do you have what it takes to be a champion in the world's most popular sport? The action is fierce and the competition intense as you try to capture the title for your country.

## ***Getting Started***

1. Insert your Lynx World Class Soccer card(s) in your Lynx machine(s).
2. If two people are playing, connect the Lynx machines with the ComLynx cable as shown in your Lynx Instruction Manual.
3. Press ON.
4. Press A. The title sequence begins. Press A again to start the game.

## *Setting Up*

World Class Soccer is a fast-action soccer simulation. It takes practice, fast reflexes, and quick wits to defeat the world's greatest teams.

When the game begins, the Setup menu appears (Screen 1). (See the Gallery of Game Screens at the end of this manual.)

*Note:* If you wish to use the Game Options feature (see below), you must choose it now before selecting your teams.

Each menu choice is described below.

### *Select Teams*

In World Class Soccer, you can choose your team and your opponent from a list of over 100 teams from every region of the world. Use the following procedure to select teams.

1. When "Select Teams" is highlighted on the Setup menu, move the soccer ball up or down and press A or B. The world map appears with Europe highlighted.
2. Press the joypad right or left to choose a region, or leave it on Europe. Regions are split by continents, with one exception: Central America is its own region.

3. Press the joypad up or down. The list of countries in that region appears.
4. Press the joypad up or down to highlight a team. The list for some regions is too large to fit on a single screen. Press down to scroll to the next team. When the list stops scrolling, you have reached the end of the list. To select a different region, press right or left.
5. To select a highlighted team, press A or B.
6. For a one-player game, repeat the procedure for the visiting team.
7. Press A or B and prepare for the kickoff.

### ***Automatic Setup***

The Automatic Setup option chooses the teams for you. Move the soccer ball up or down, then press A or B when "Automatic Setup" is highlighted. A screen showing the chosen teams appears (Screen 2). Press A or B to begin play.

### ***Game Options***

Select Game Options to customize the game. The Game Options menu appears (Screen 3). Press up or down to move the soccer ball to select an option, then press right or left to scroll through the options.

- Skill Level: Choose a level from one to three. One is the easiest.
- Game time: Determine the length of the game, from 10 to 90 minutes.
- Auto Switch/Manual Switch: Change active players manually or automatically. (Pressing Option 1 will select a player closest to the ball.)
- Field: The field can be dry or muddy. Select Random to let the Lynx choose for you.

## *Playing the Game*

After you select your teams, the players take the field for the kickoff. The visitor kicks off. Press the joypad to control the direction of the kick. Once the kickoff is made (Screen 4), the game begins.

Kickoffs are automatic. Be prepared to receive and dribble the ball when it is kicked to you. If you're not fast enough, the ball may bounce off of you or pass you by. The computer will kick to you.

An arrow points to your active player (Screen 5). The active player is the one you control during the game. When you are on offense, the active player is always the player with the ball. When you are on defense, the active player is either the player closest to the ball or the goalie. To switch between a defensive player and the goalie,

press Option 2. If you choose the goalie, the field zooms out to give you a wider view. If you select a defensive or offensive player, the field zooms in to show just the area around the ball.

When you have the ball, you are the offensive team. Press A to pass the ball to the closest player or in the direction you press on the joypad if you are close to your opponent's goal. To kick the ball hard and high, press B. After kicking the ball, the active player changes to the player nearest the ball, if "automatic" is selected. If "manual" is selected, Option 1 must be pressed to change players. Touch the ball with the player and start moving toward the goal. Keep an eye out for your teammates so you can pass the ball to them.

When the other team has the ball, you are the defensive team. Try to prevent a goal by taking the ball away. Press the joypad to control your active player. Use the shaded strips on the field as a guide to where you are in relation to the offensive player. Press A to try to kick the ball away from the opponent. In soccer, kicking the ball away from an opponent is called a "tackle." Press B to try a sliding tackle (Screen 6).

If you make a tackle, the ball is loose. Take control of the ball by touching it with your active player. If you do not take the ball away, your opponent will try to kick a goal when he is close enough to score. When the opponent is ready to shoot, you will control the goalie. Press A to make the goalie dive low for the ball and B to make the goalie dive high. If the goalie stops the ball, he carries it in his hands. Press B to kick the ball in the desired direction or press A to throw the ball.

If the goalie does not stop the ball from going into the net, the opposing team scores a goal. Each goal is worth one point. After a goal, the team that did not score gets the ball in a kickoff at midfield.

If the ball goes out of bounds, the team that touched the ball last becomes the defensive team. The offensive team throws the ball in. Press the joypad in the direction you wish to throw the ball, then press A or B.

If the ball goes out of bounds near the goal, the team that has the ball gets a corner kick. A corner kick is like a throw in, except the player must kick the ball.

A penalty kick may be awarded if a defensive player is penalized for trying an illegal tackle. In a penalty kick, one player faces the goalie, one-on-one. The player tries to score a quick goal. Press A to kick high or B to kick low. Use the joypad to control the direction. If you are the goalie, try to stop the kick in the usual way.

## *Strategy*

Lynx World Class Soccer is an accurate simulation of real soccer. Just like real soccer, the rules are fairly simple, but the game can be difficult to play. This is especially true when you play against the computer. If you can, practice against a human opponent, especially one who is just a little bit better than you are, until you get the hang of the game. If you cannot play against a human opponent, don't get frustrated if you lose the first few games. With a little practice

you will soon be able to beat the computer.

Learn to use the color shades on the field to judge your location. It does not do any good to try a sliding tackle against a player who is nowhere near you.

On defense, try to steal the ball by getting in the way of an opposing player. This can be a very effective way to get control of the ball.

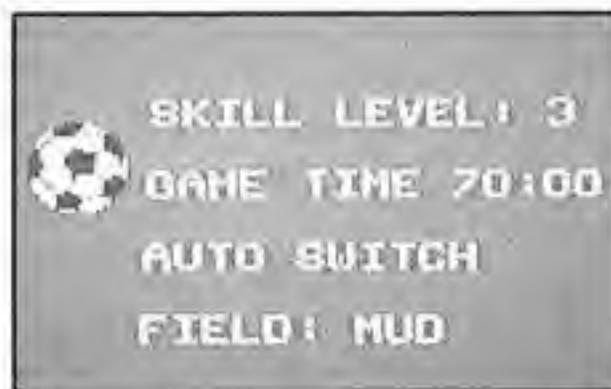
When you kick the ball in "Automatic" mode, whether on offense or defense, the active player changes. Get used to this change. Beginners will often keep trying to control the old active player. All this does is move the real active player away from the ball.



Screen 1



Screen 2



Screen 3



Screen 4



Screen 5



Screen 6



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